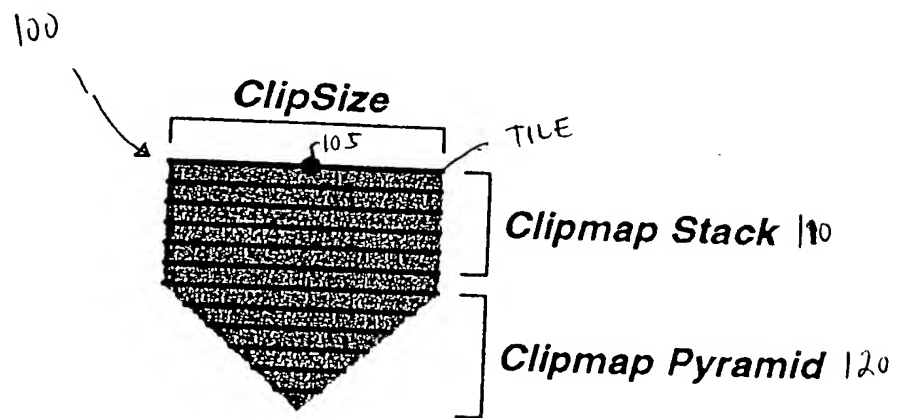


Clipmap Region within a Mipmap

FIG. 1A



Clipmap Stack and Pyramid Levels

FIG. 1B

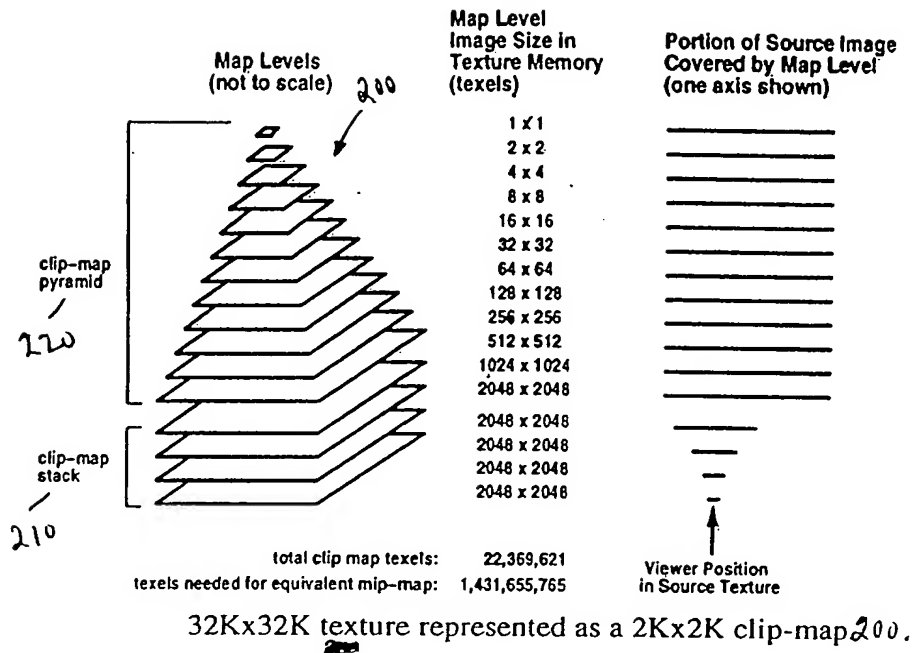


FIG. 2A

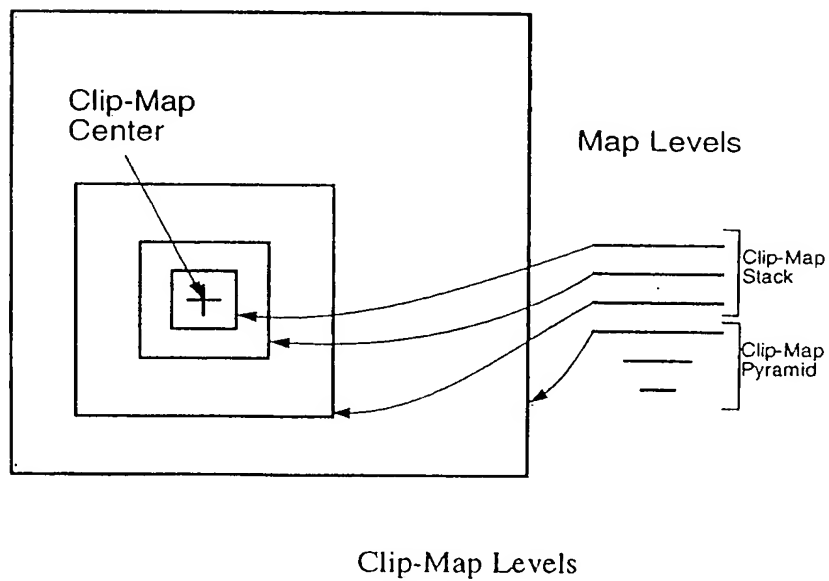


FIG. 2B

Representation of a clipmap in normal 2D LOD based form and as a 3D texture.

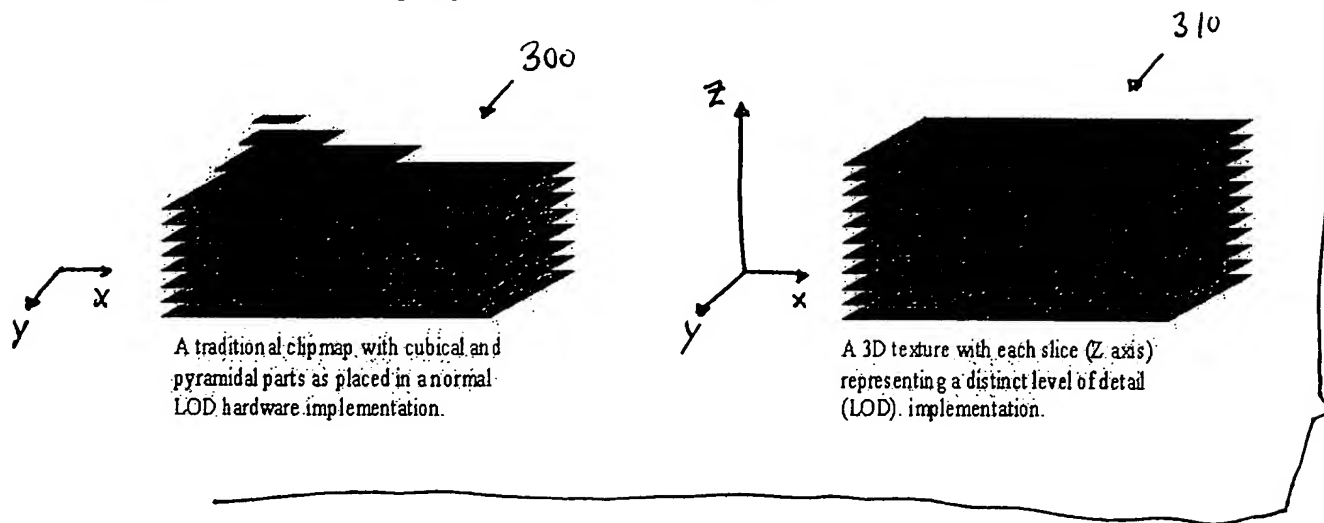


FIG. 3

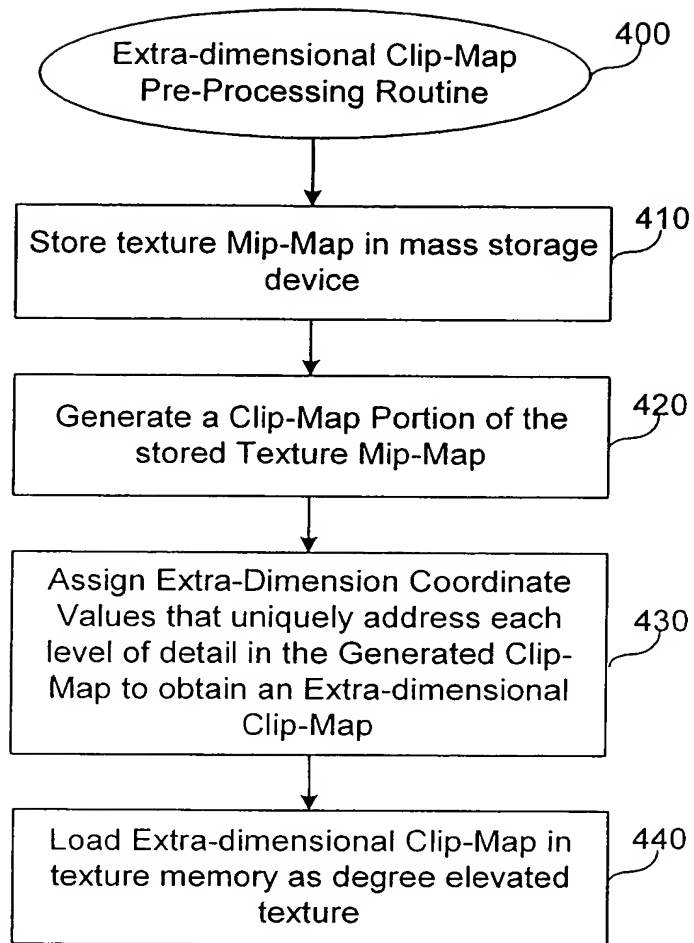


FIG. 4

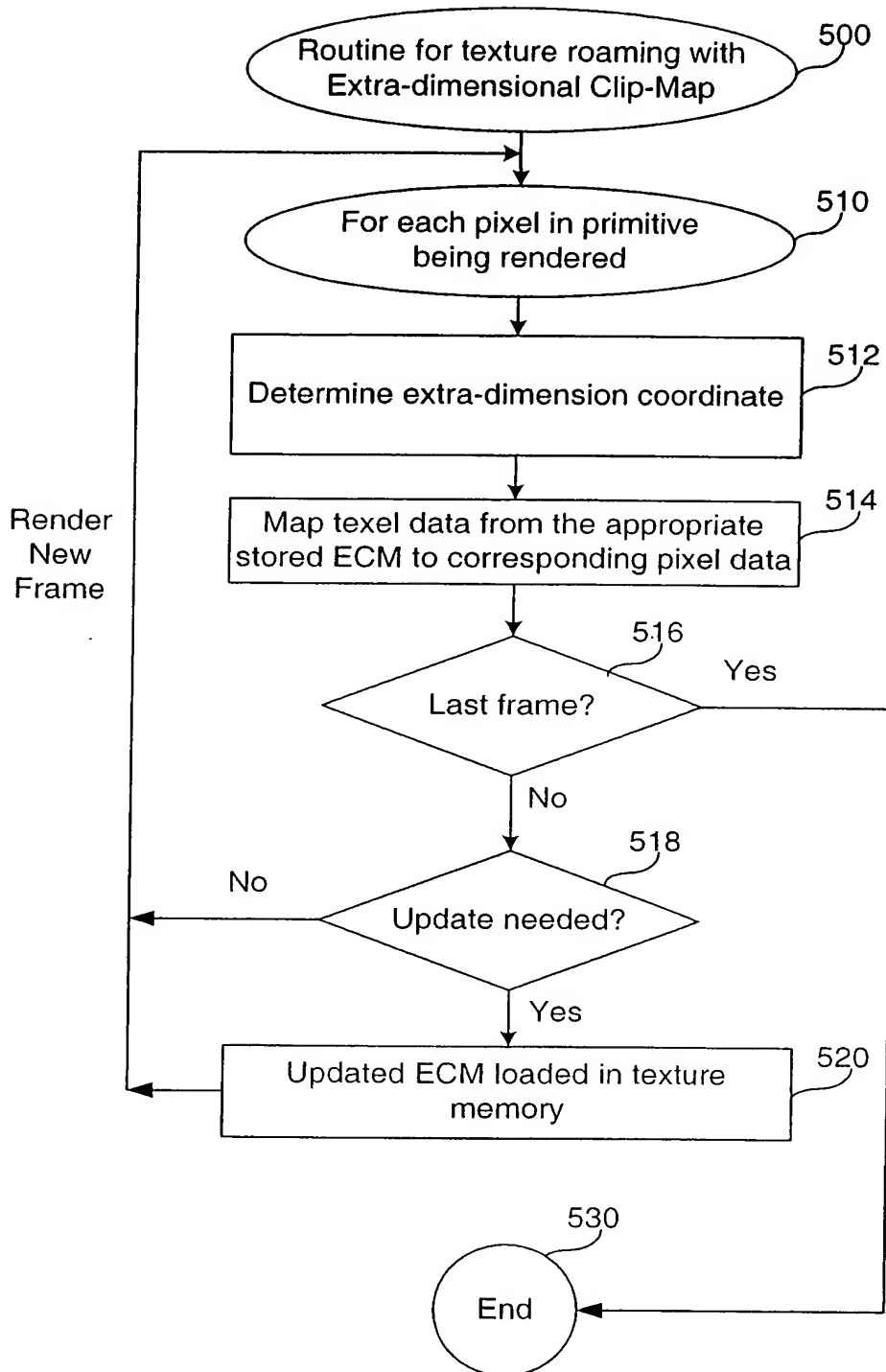


FIG. 5

ARCHITECTURE 600

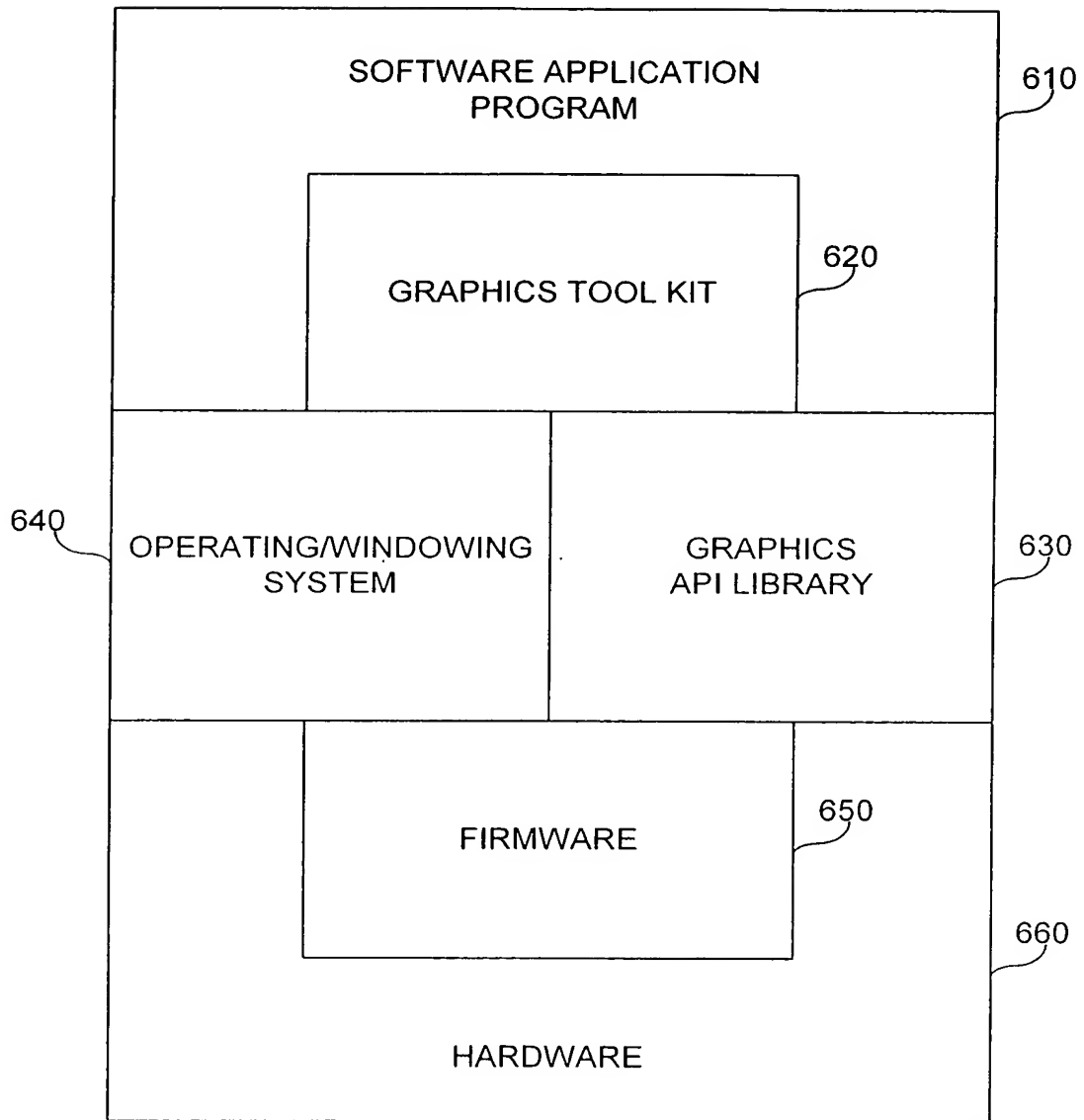


FIG. 6

SYSTEM 700

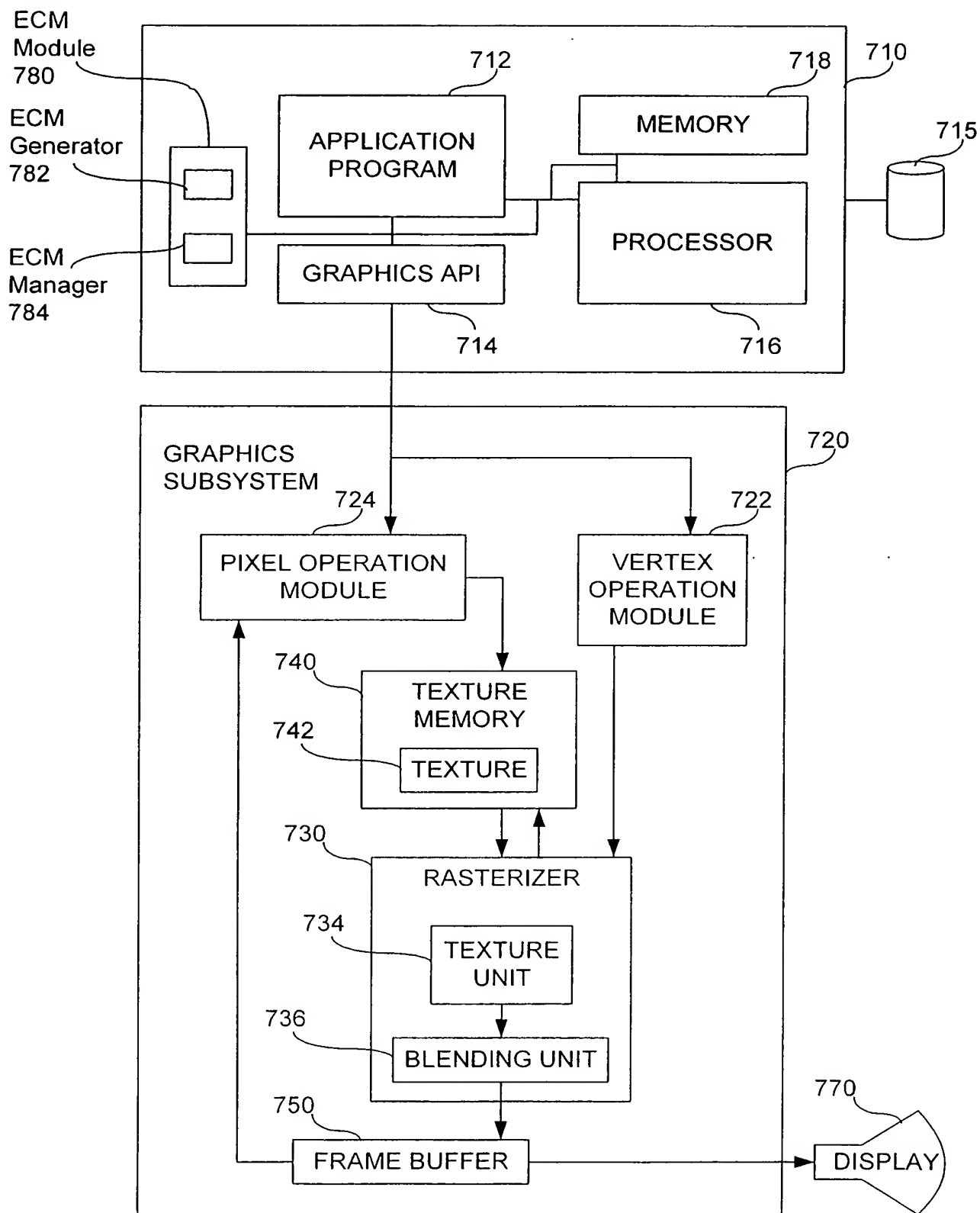


FIG. 7